

FIG.1

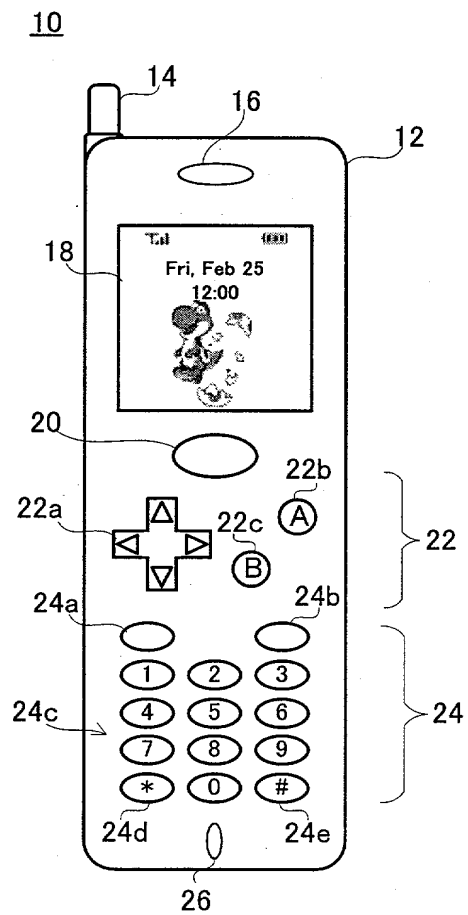


FIG.2



FIG.3

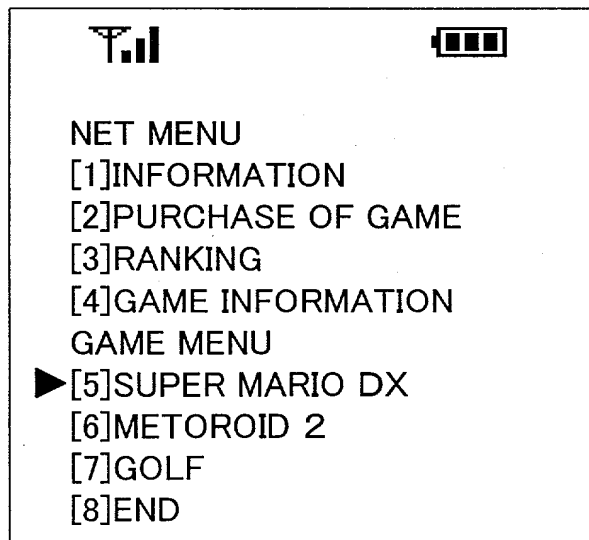


FIG.4

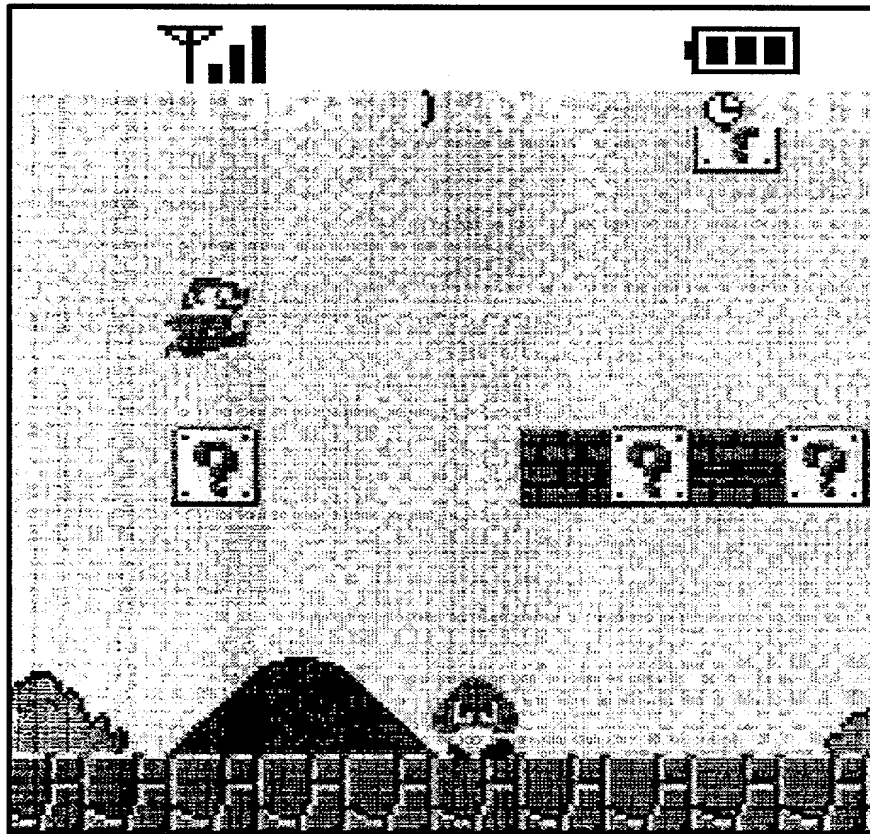


FIG. 4

[illegible]YAMADATARO 

YAMADATAROU

FIG. 7

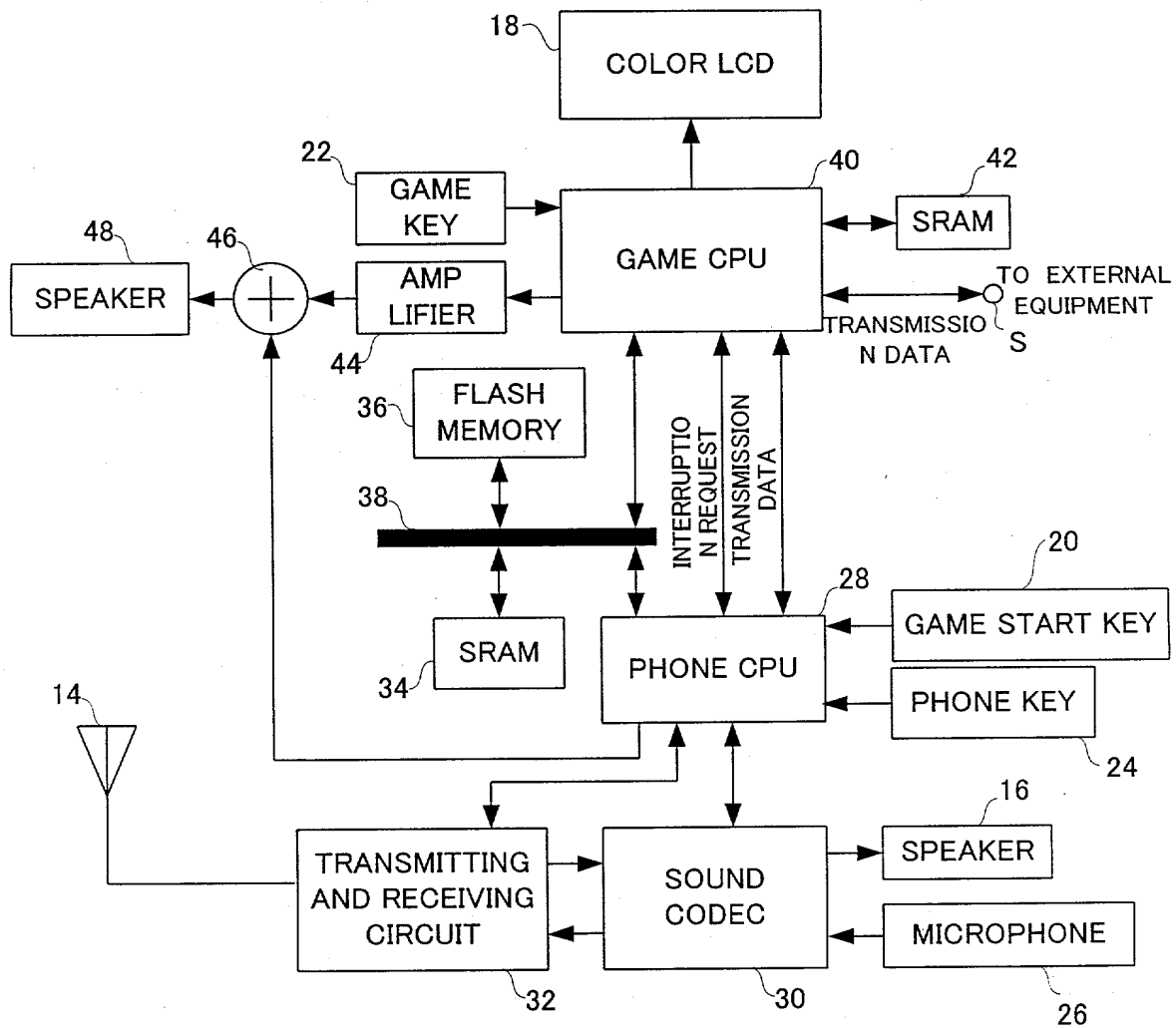


FIG.8

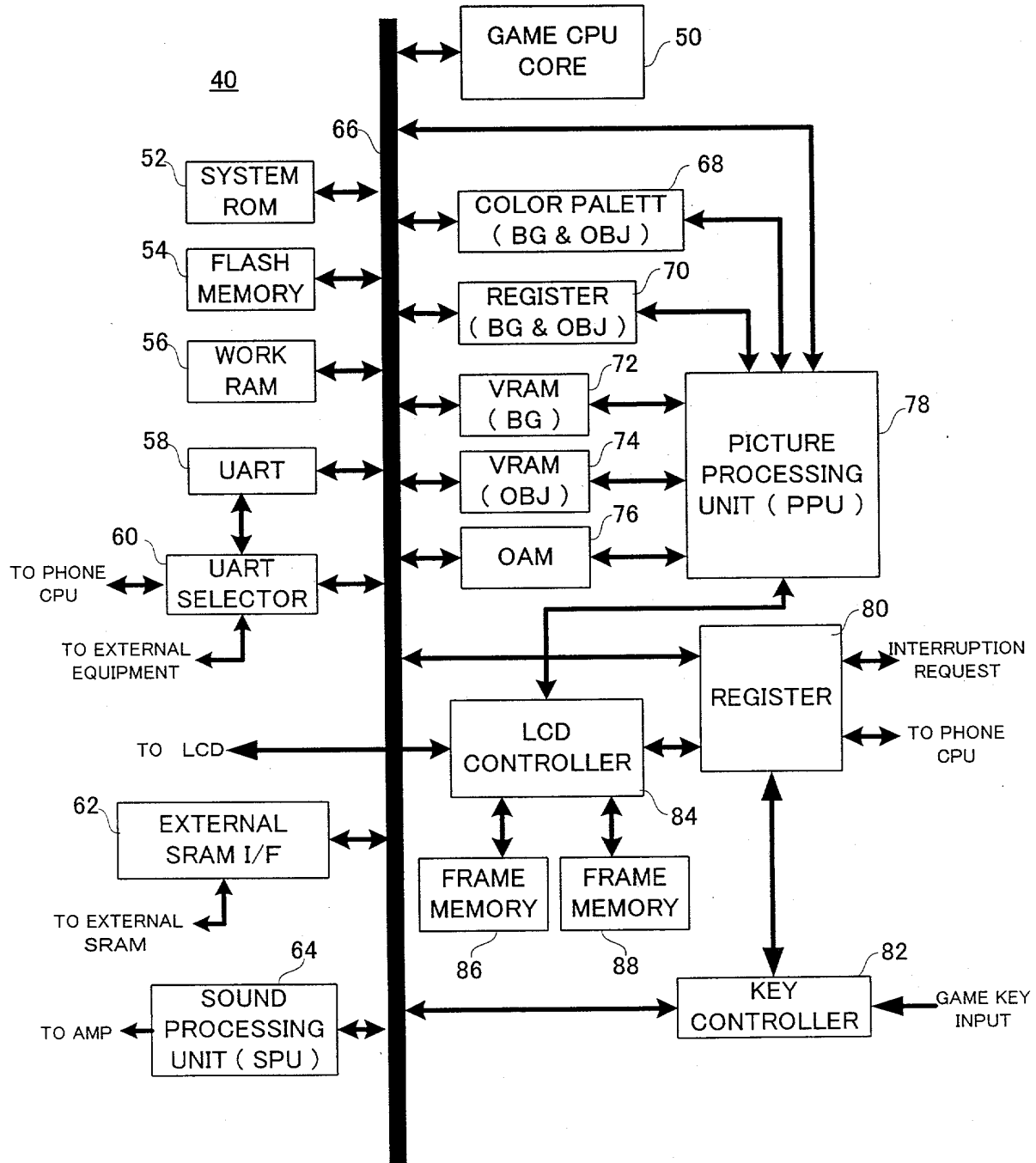


FIG.9

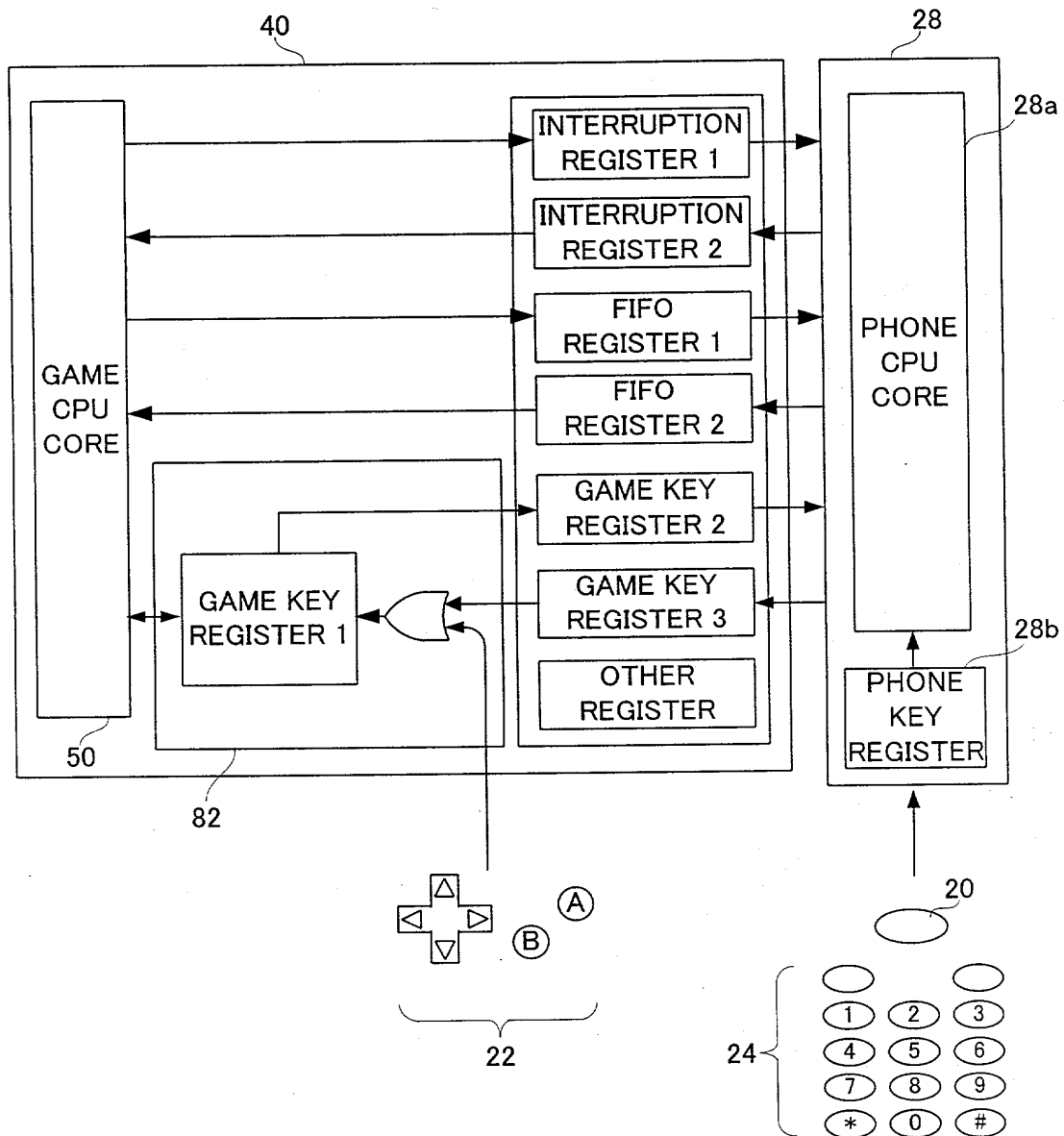


FIG.10

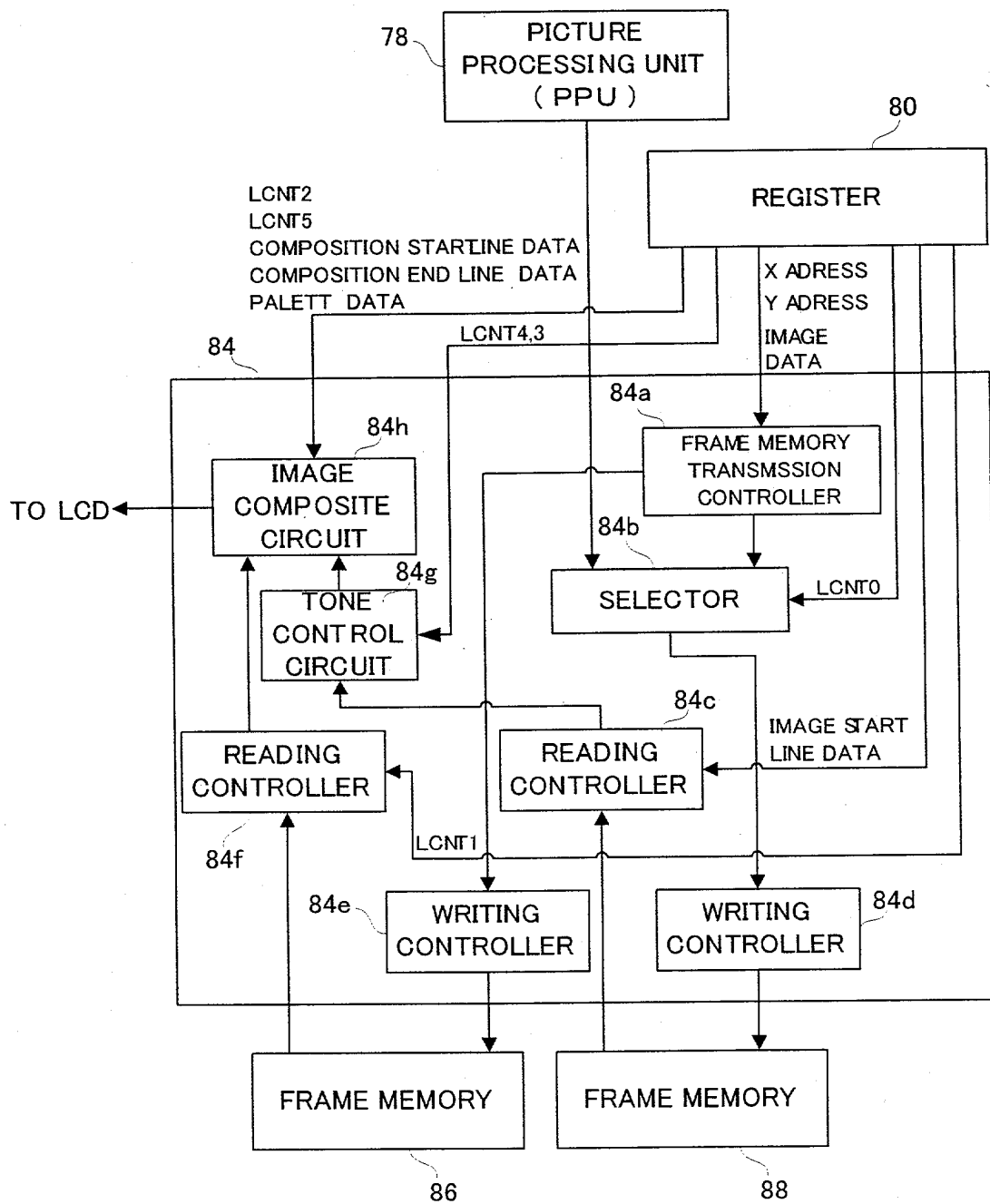


FIG.11

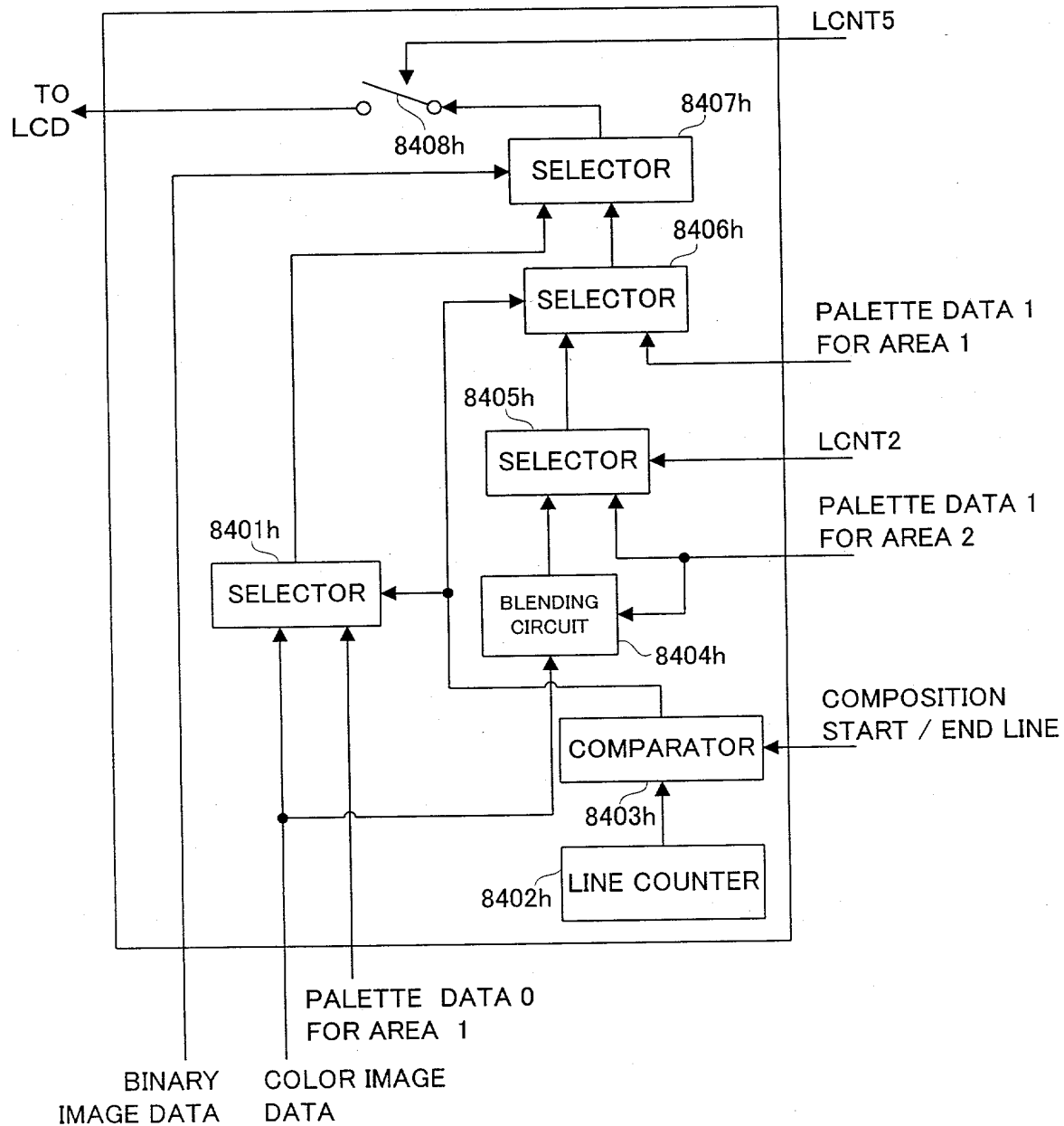


FIG.12

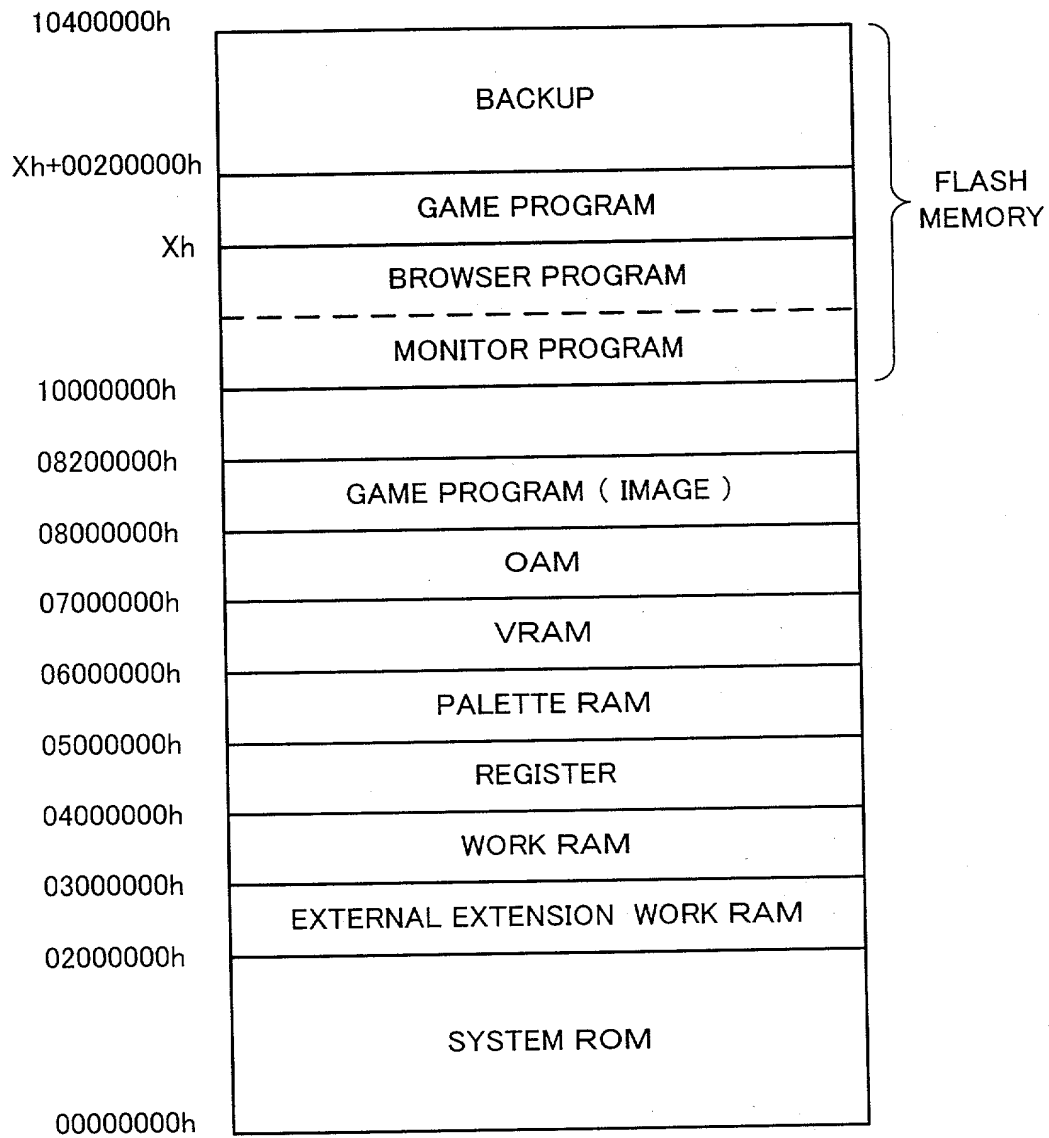


FIG.13

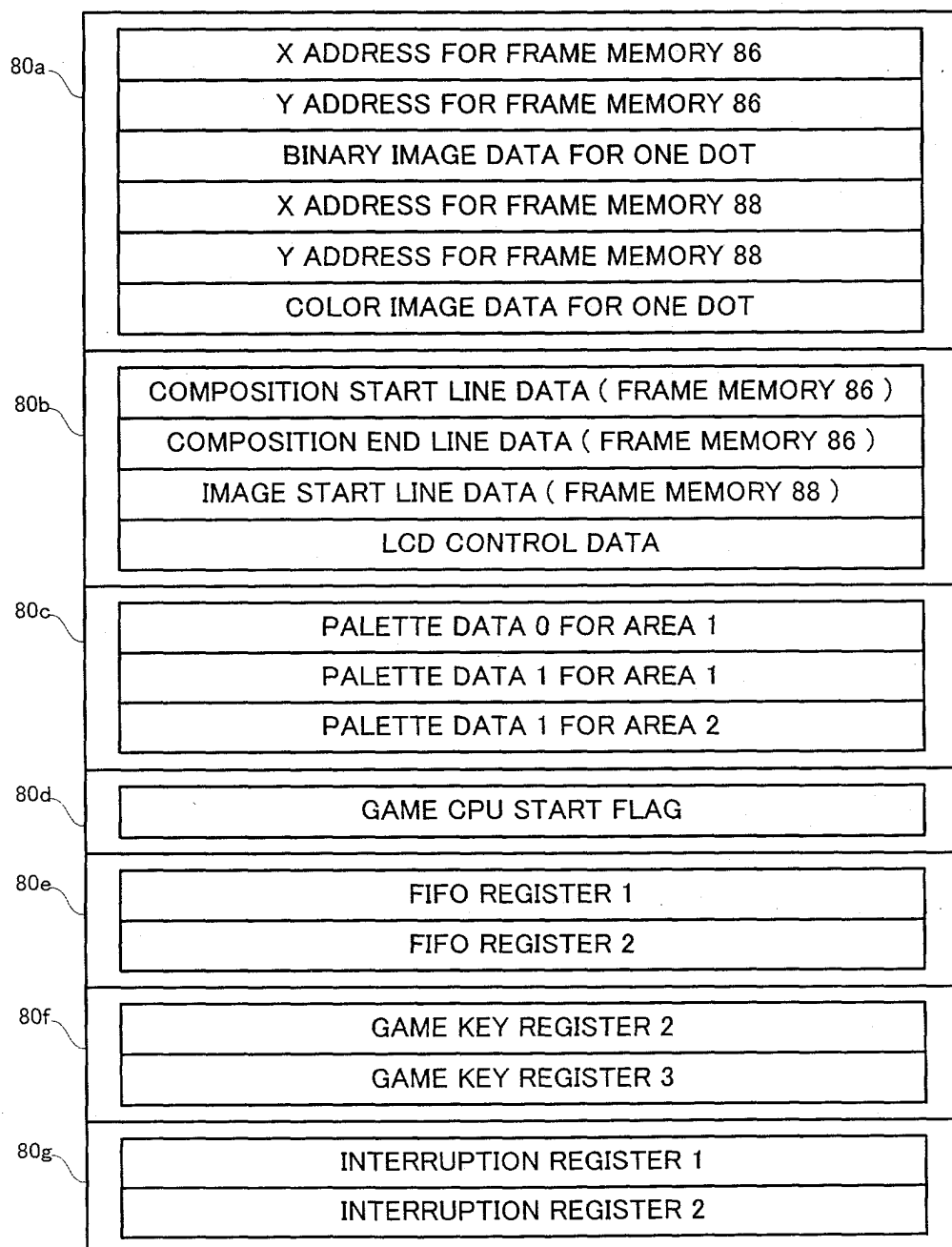


FIG.14

d07	d06	d05	d04	d03	d02	d01	d00
-	-	LCNT5	LCNT4	LCNT3	LCNT2	LCNT1	LCNT0

LCNT0: MODE SELECTION FLAG

0: PHONE

1: GAME

LCNT1: BINARY IMAGE OUTPUT CONTROL FLAG

0: INTERRUPTION

1: OUTPUT

LCNT2: COLOR IMAGE BLENDING CONTROL FLAG

0: NORMAL

1: BLENDING

LCNT4,3: COLOR IMAGE TONE CONTROL FLAG

00: INTERRUPTION

01: TONE DOWN

10: EQUALIZED TONE

11: TONE UP

LCNT5: LCD DISPLAY ON /OFF FLAG

0: DISPLAY ON

1: DISPLAY OFF

FIG.15

GAME KEY REGISTER 1

d7	d6	d5	d4	d3	d2	d1	d0
K7	K6	K5	K4	K3	K2	K1	K0

K7: SELECT KEY
 K6: START KEY
 K5: CROSS KEY (RIGHT)
 K4: CROSS KEY (LEFT)
 K3: CROSS KEY (DOWN)
 K2: CROSS KEY (UP)
 K1: B BUTTON
 K0: A BUTTON

GAME KEY REGISTER 2

d7	d6	d5	d4	d3	d2	d1	d0
K17	K16	K15	K14	K13	K12	K11	K10

K17: SELECT KEY
 K16: START KEY
 K15: CROSS KEY (RIGHT)
 K14: CROSS KEY (LEFT)
 K13: CROSS KEY (DOWN)
 K12: CROSS KEY (UP)
 K11: B BUTTON
 K10: A BUTTON

GAME KEY REGISTER 3

d7	d6	d5	d4	d3	d2	d1	d0
KO7	KO6	KO5	KO4	KO3	KO2	KO1	KO0

KO7: SELECT KEY
 KO6: START KEY
 KO5: CROSS KEY (RIGHT)
 KO4: CROSS KEY (LEFT)
 KO3: CROSS KEY (DOWN)
 KO2: CROSS KEY (UP)
 KO1: B BUTTON
 KO0: A BUTTON

FIG.16

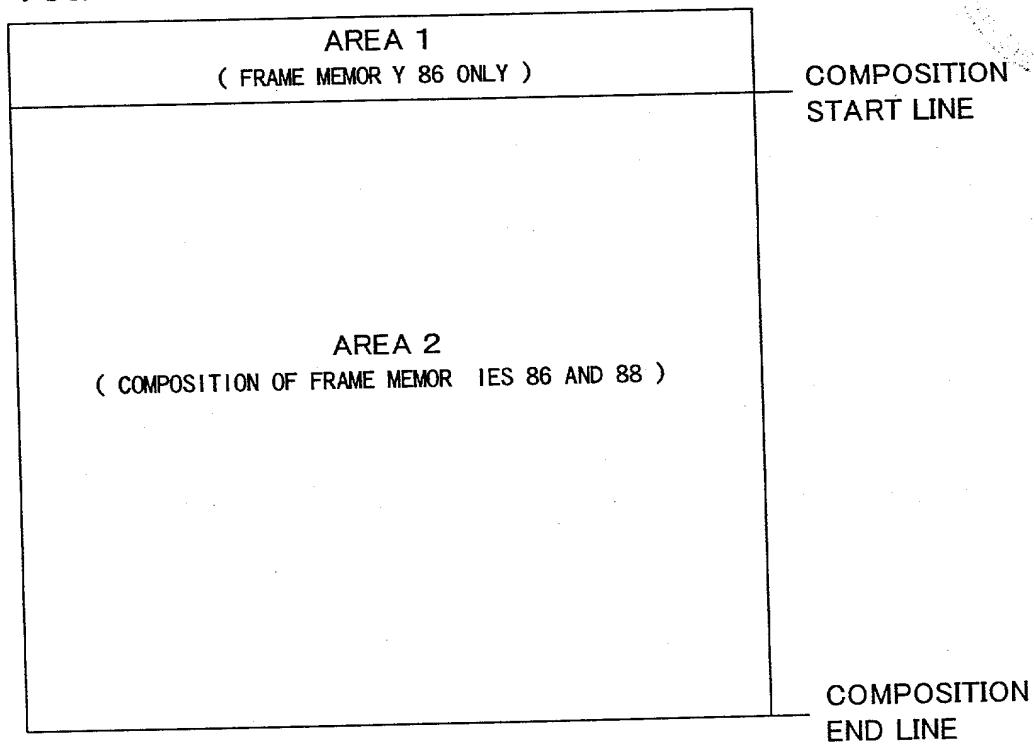


FIG.17

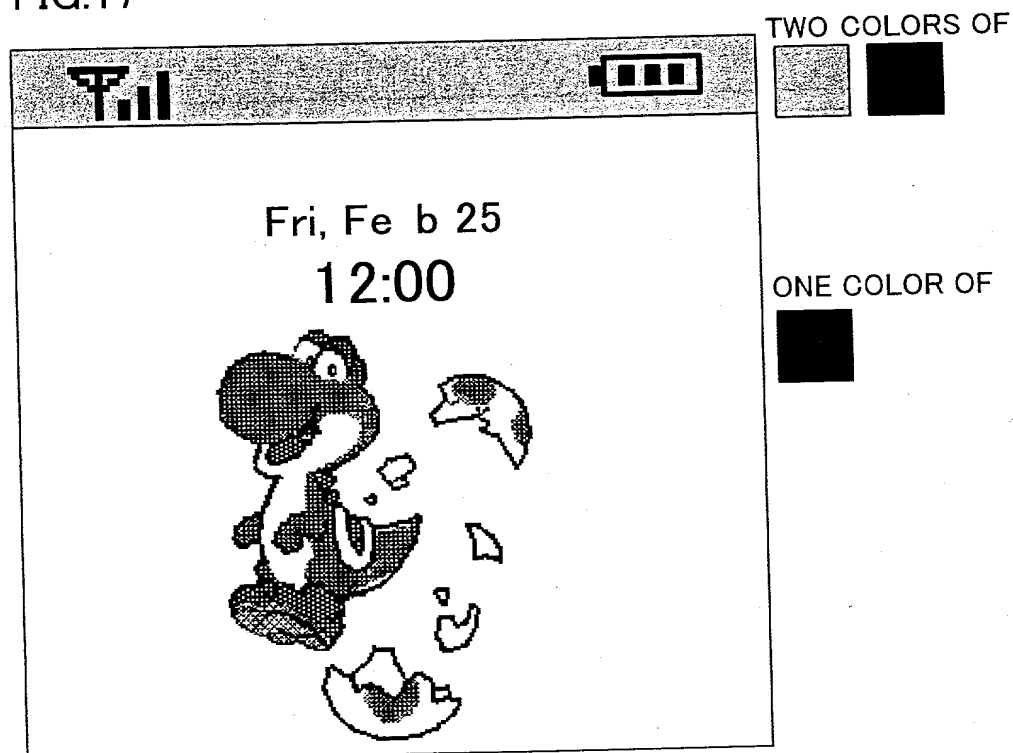


FIG.18

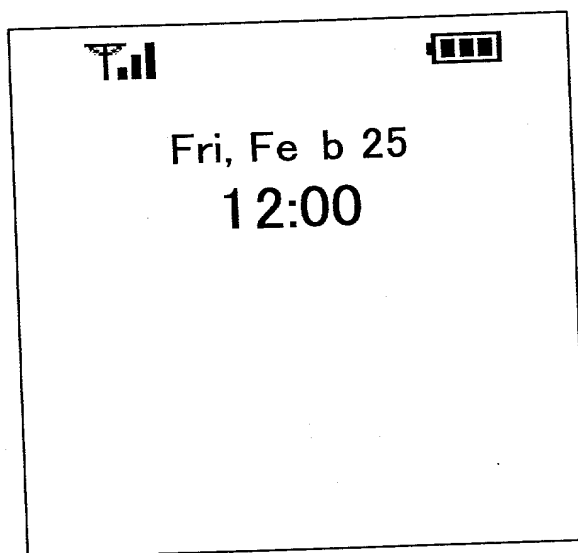


FIG.19

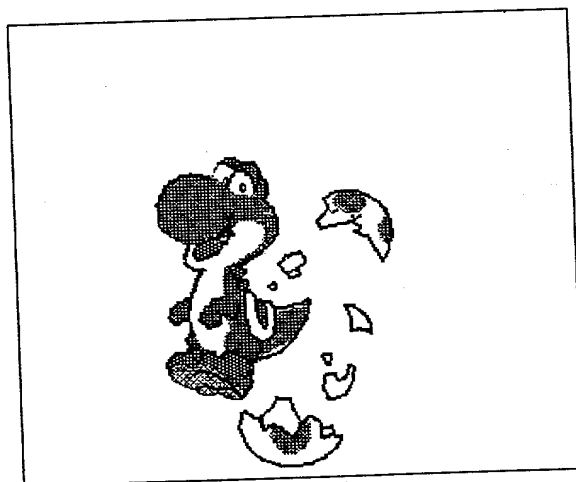


FIG.20

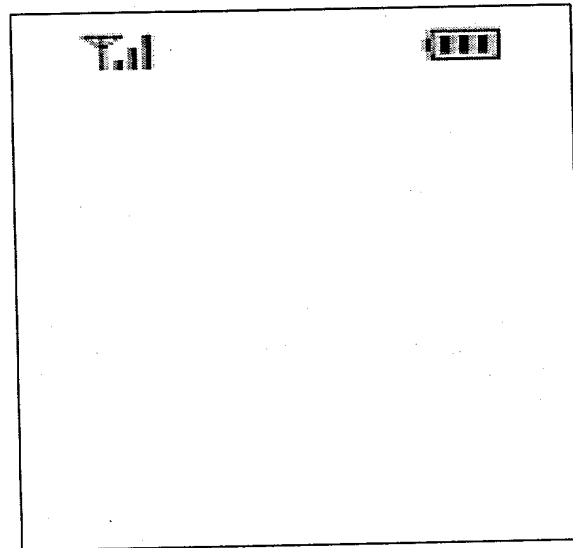


FIG.21

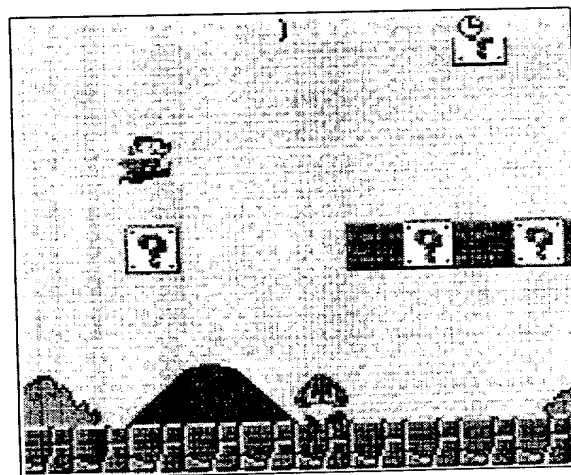


FIG.22

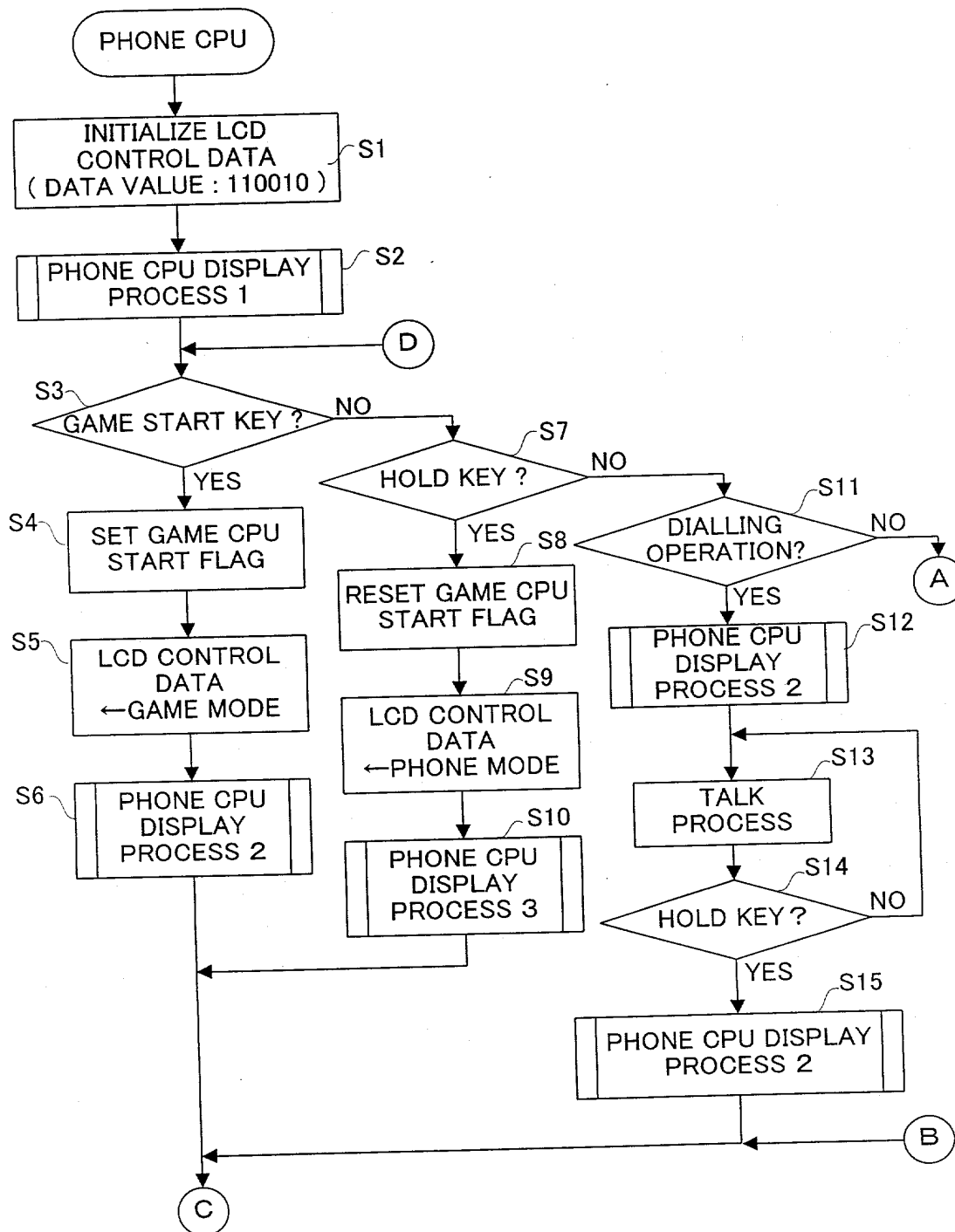


FIG.23

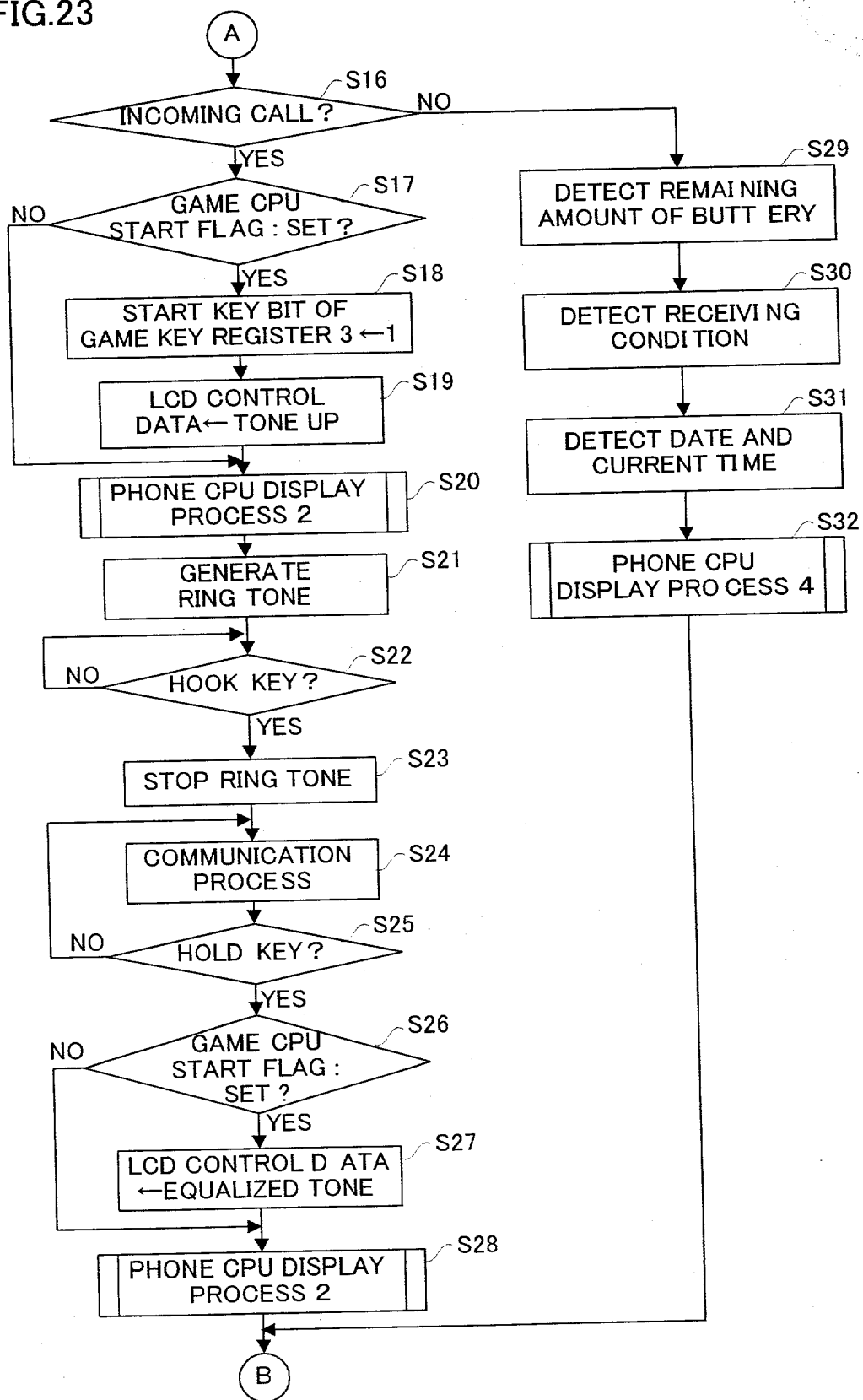


FIG.24

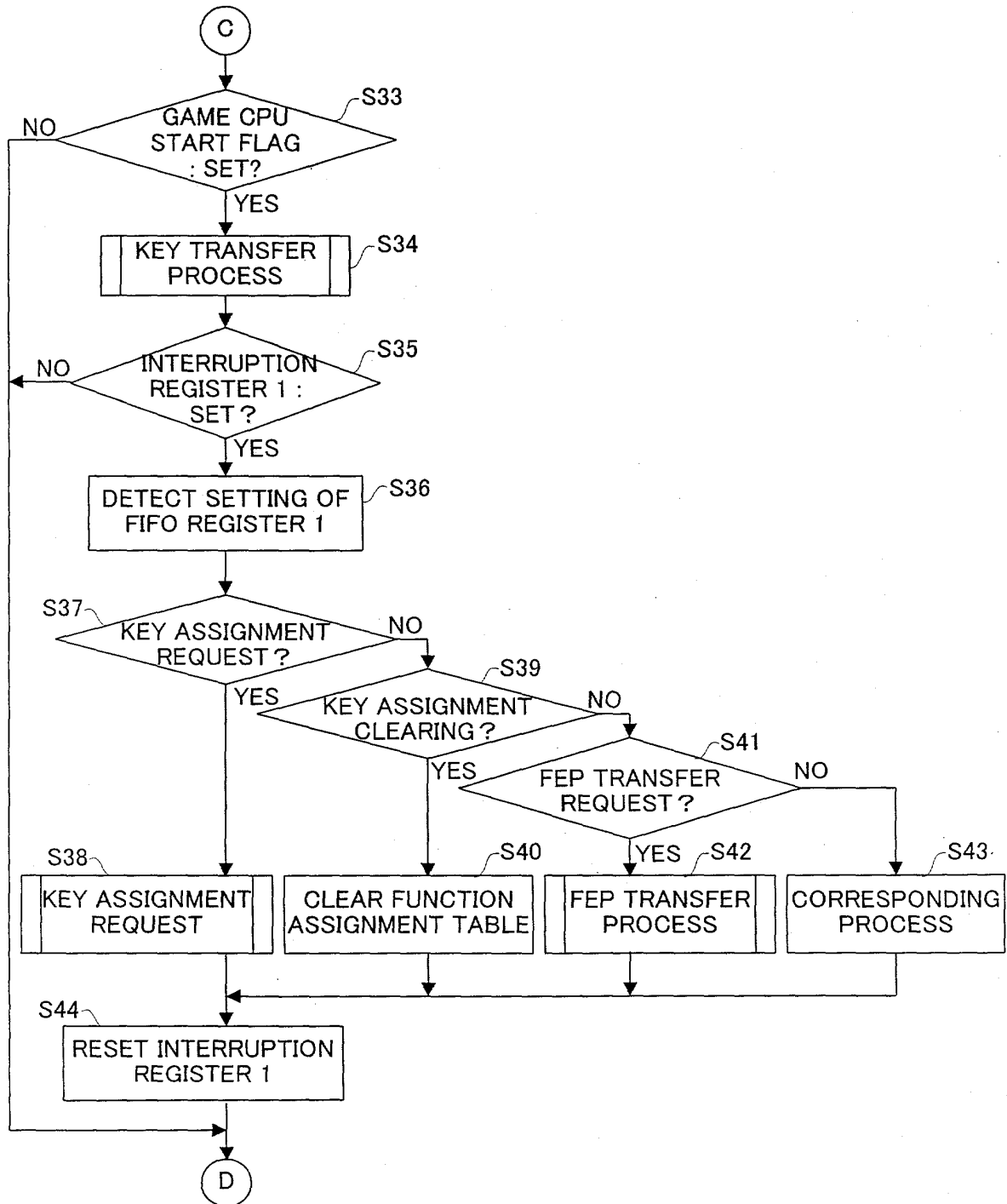


FIG.25

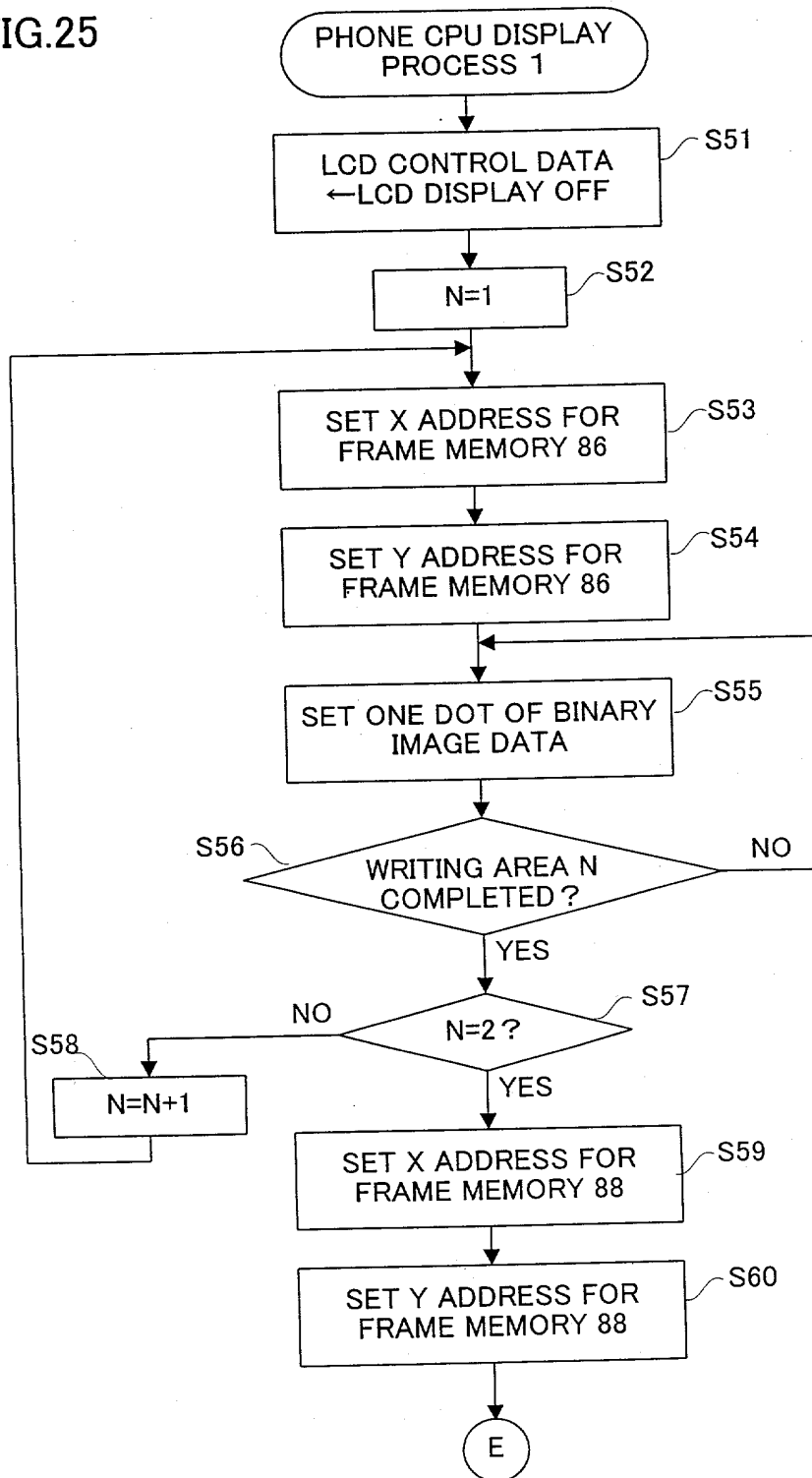


FIG.26

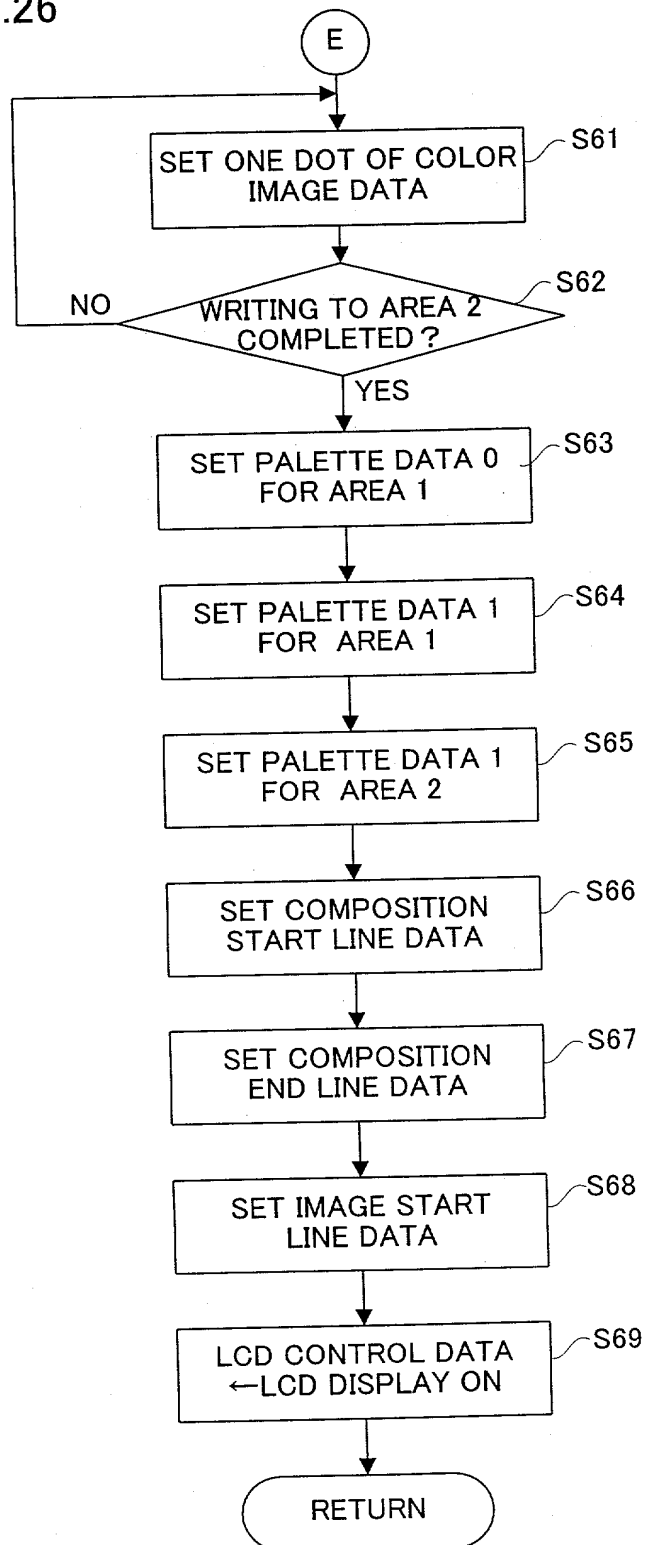


FIG.27

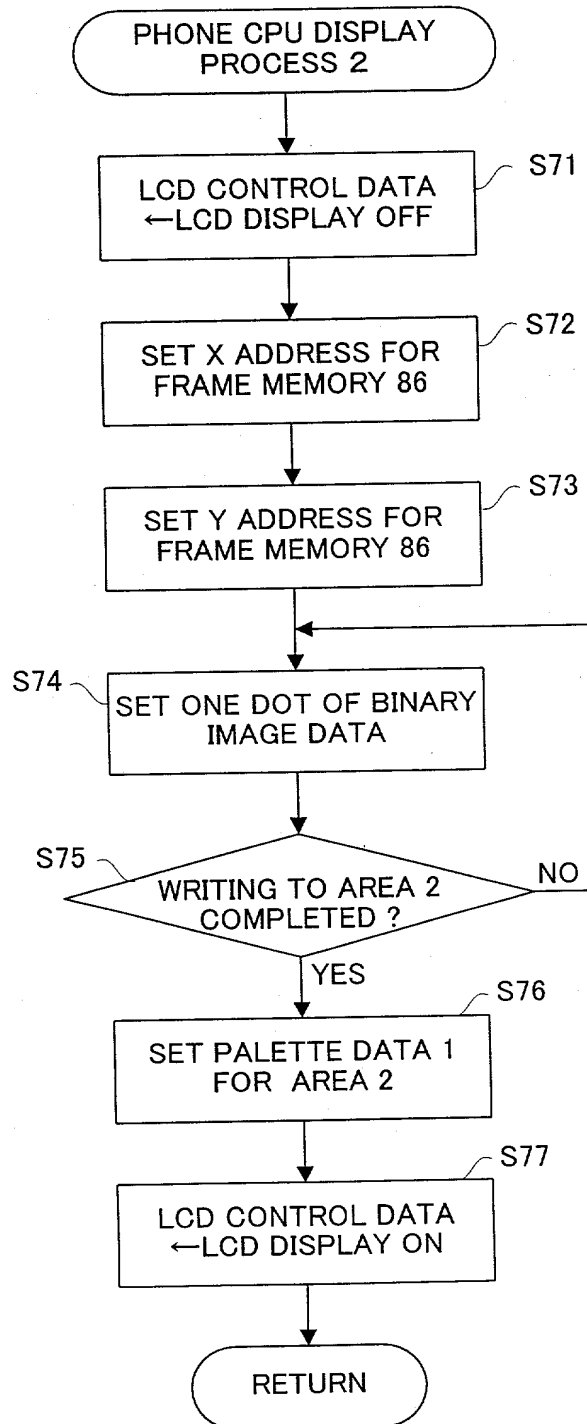


FIG.28

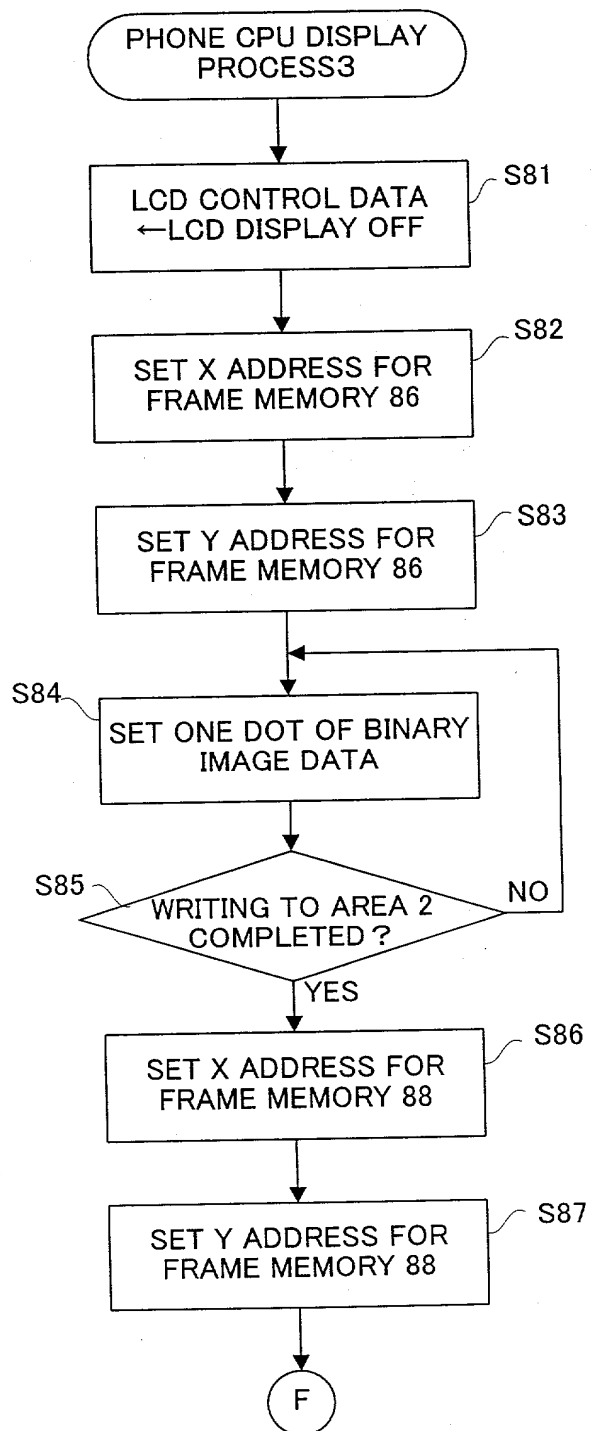


FIG.29

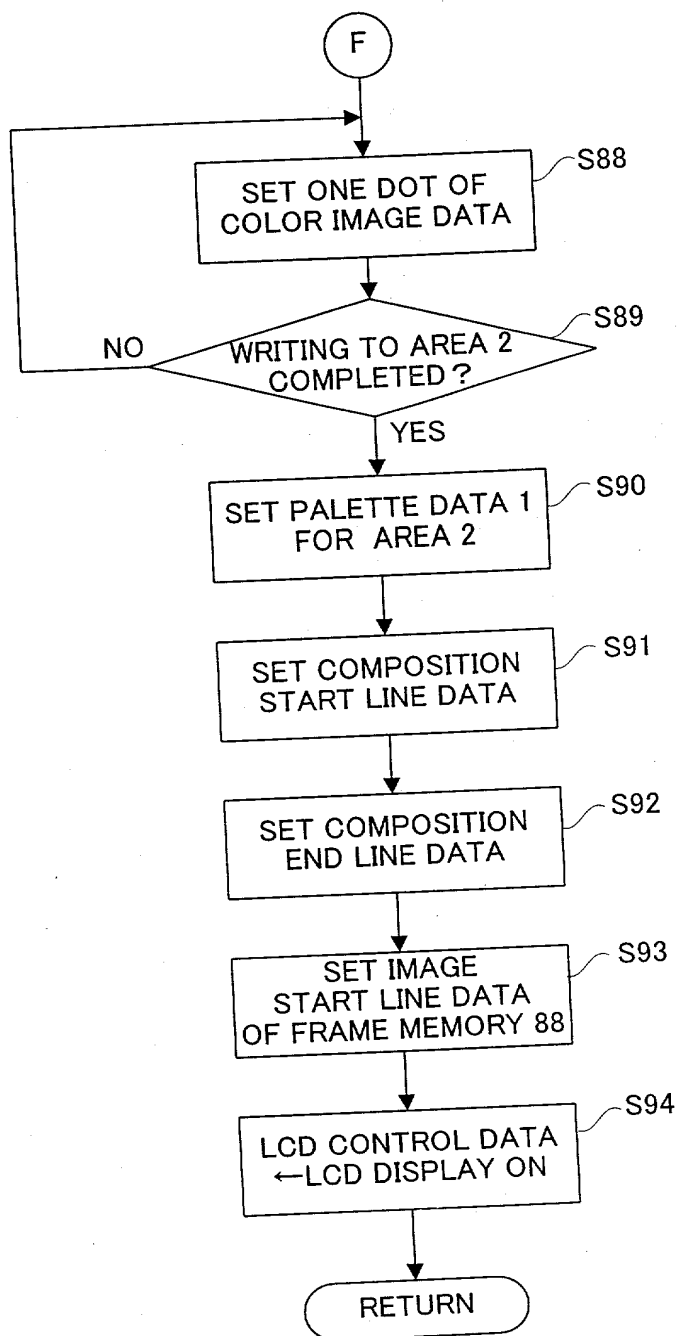


FIG.30

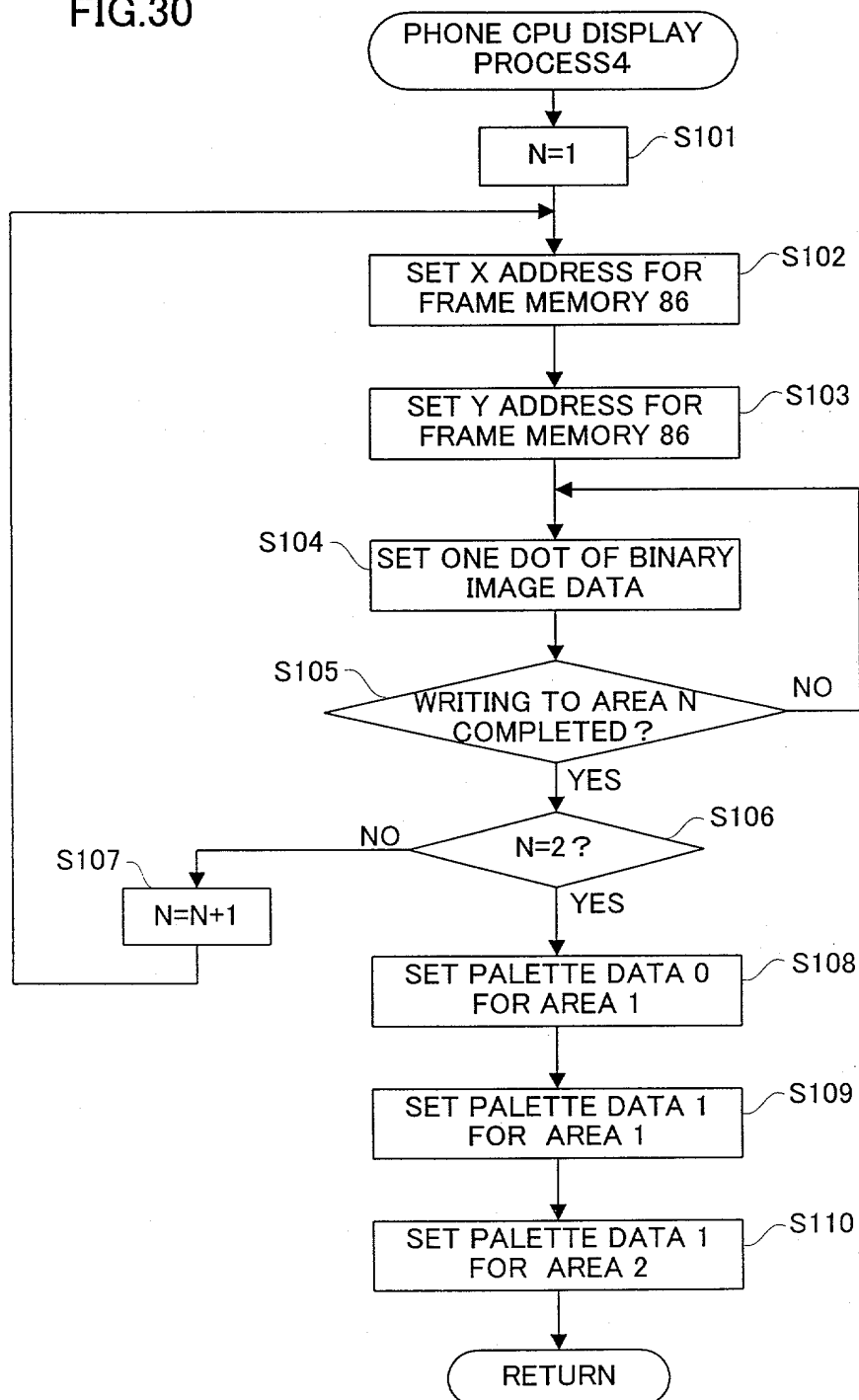


FIG.31

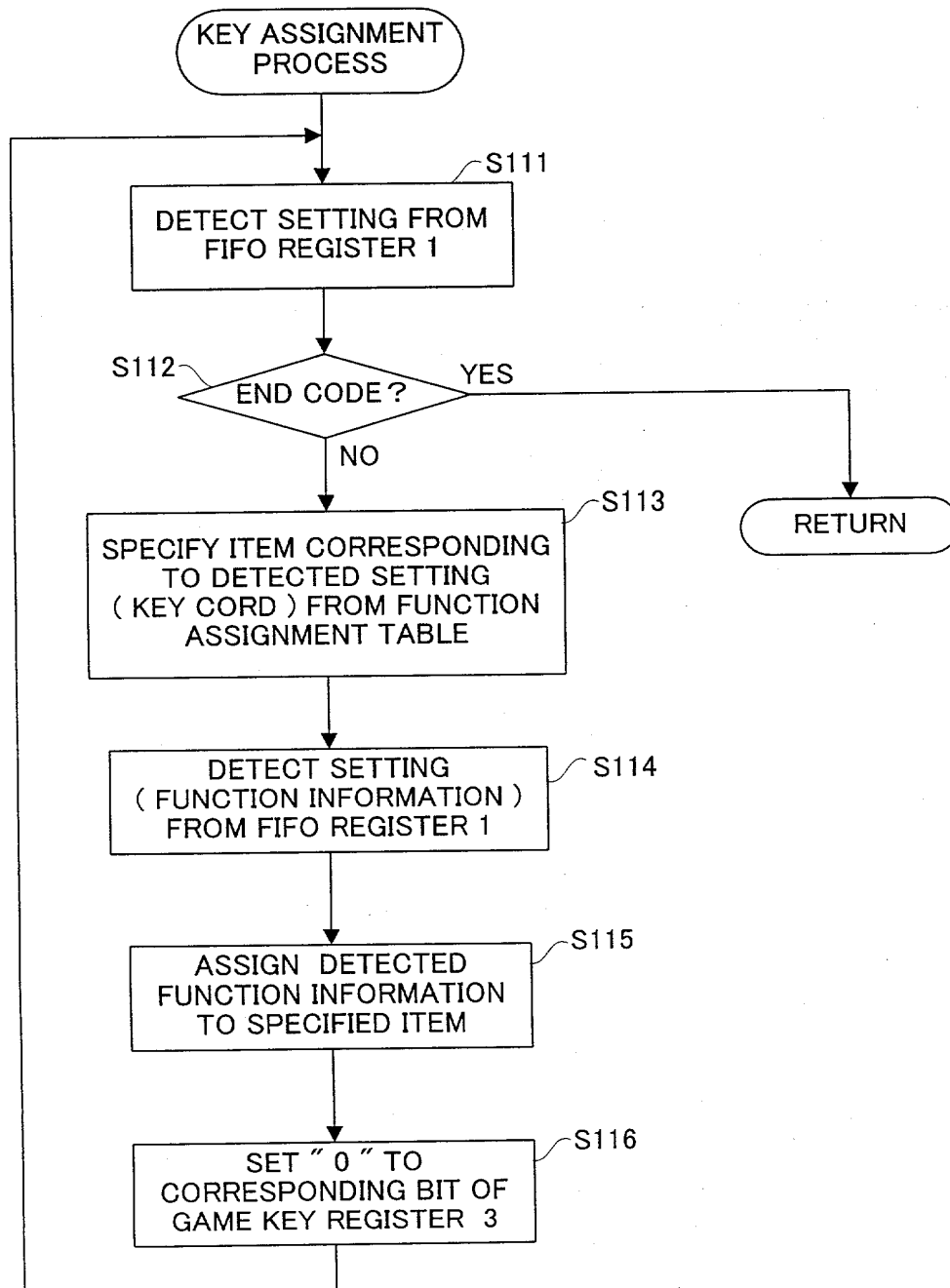


FIG.32

0000000000101001: KEY ASSIGNMENT REQUEST
 0000000000001010: KEY CODE INDICATIVE OF 「#」
 0000000010000000: FUNCTION INFORMATION INDICATIVE OF SELECT
 0000000000001011: KEY CODE INDICATIVE OF 「*」
 0000000001000000: FUNCTION INFORMATION INDICATIVE OF START
 0000000000000000: END CODE

FIG.33

34a

KEY	KEY CODE	FUNCTION INFORMATION
#	1010	SELECT
*	1011	START
0		
1		
2		
:	:	:
9		

FIG.34

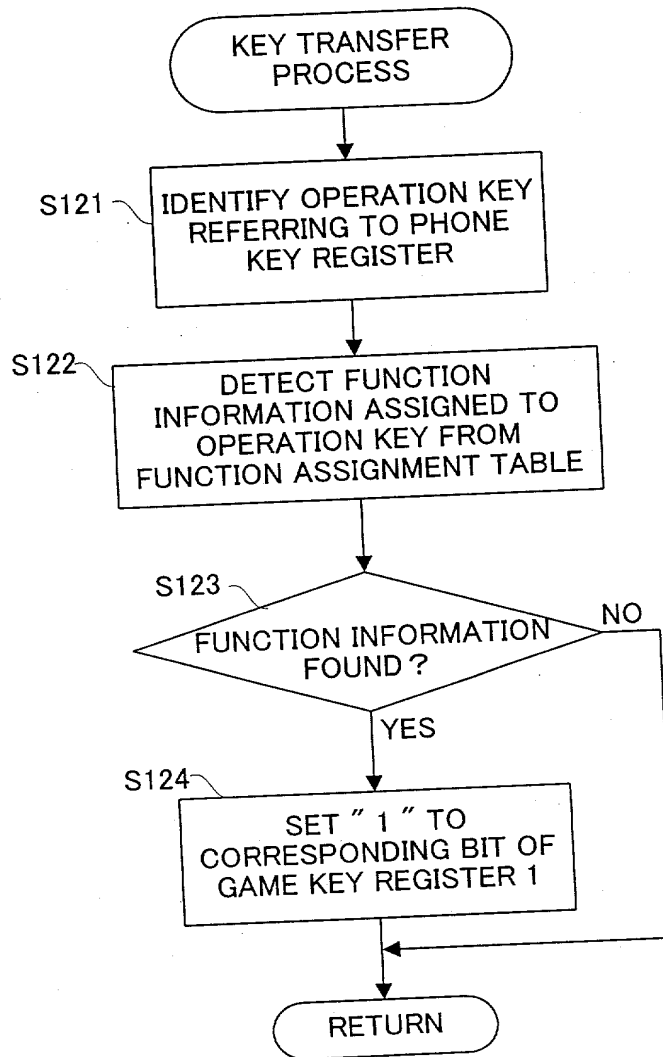


FIG.35

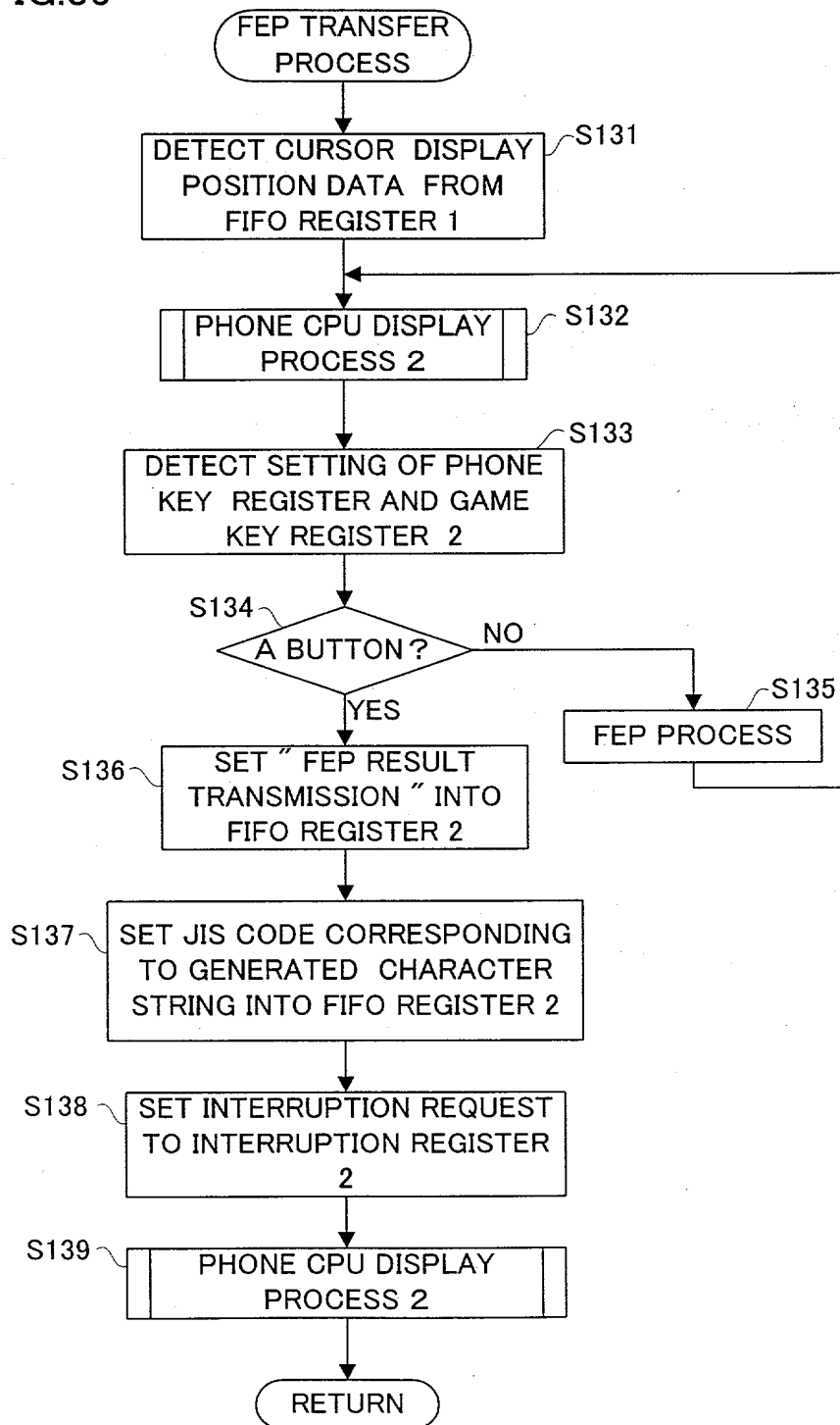
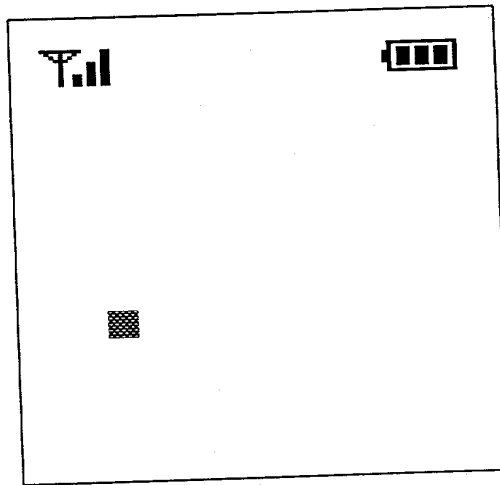
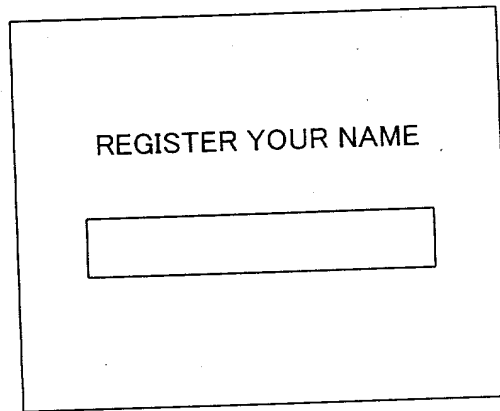


FIG.36

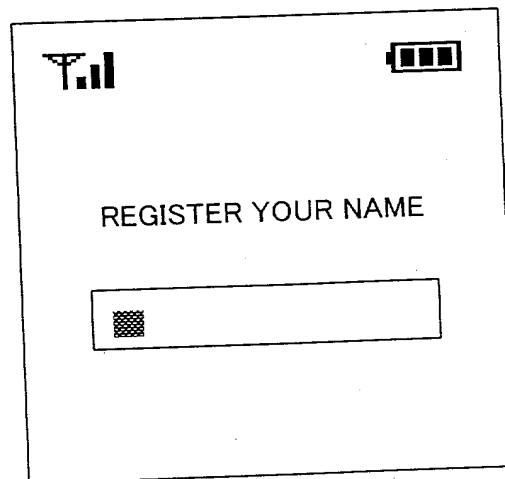
(A)



(B)



(C)



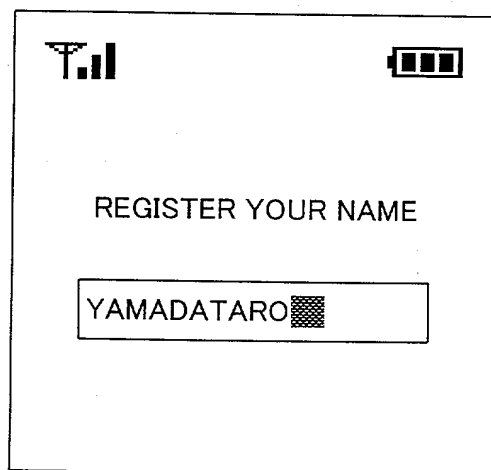
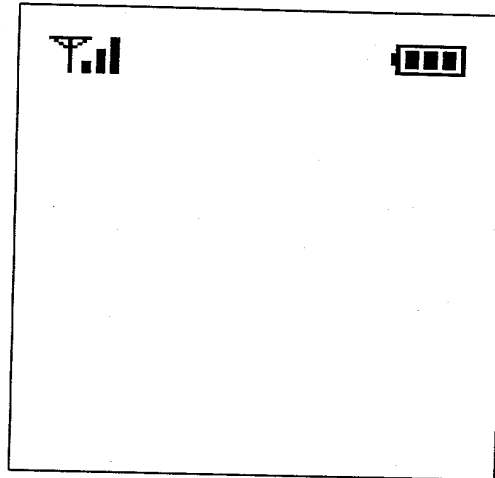
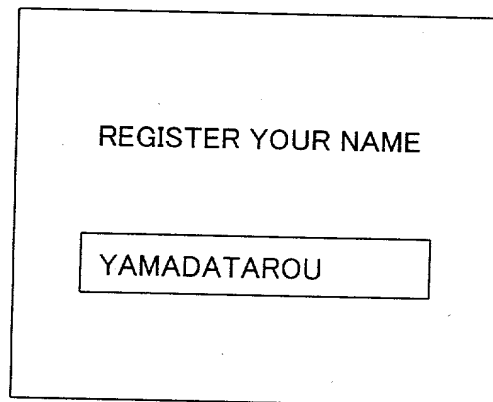


FIG.38

(A)



(B)



(C)

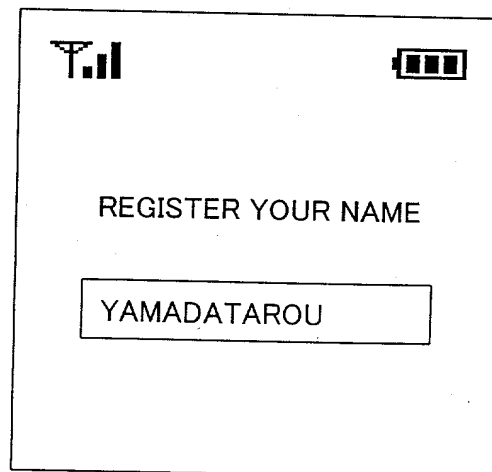


FIG.39

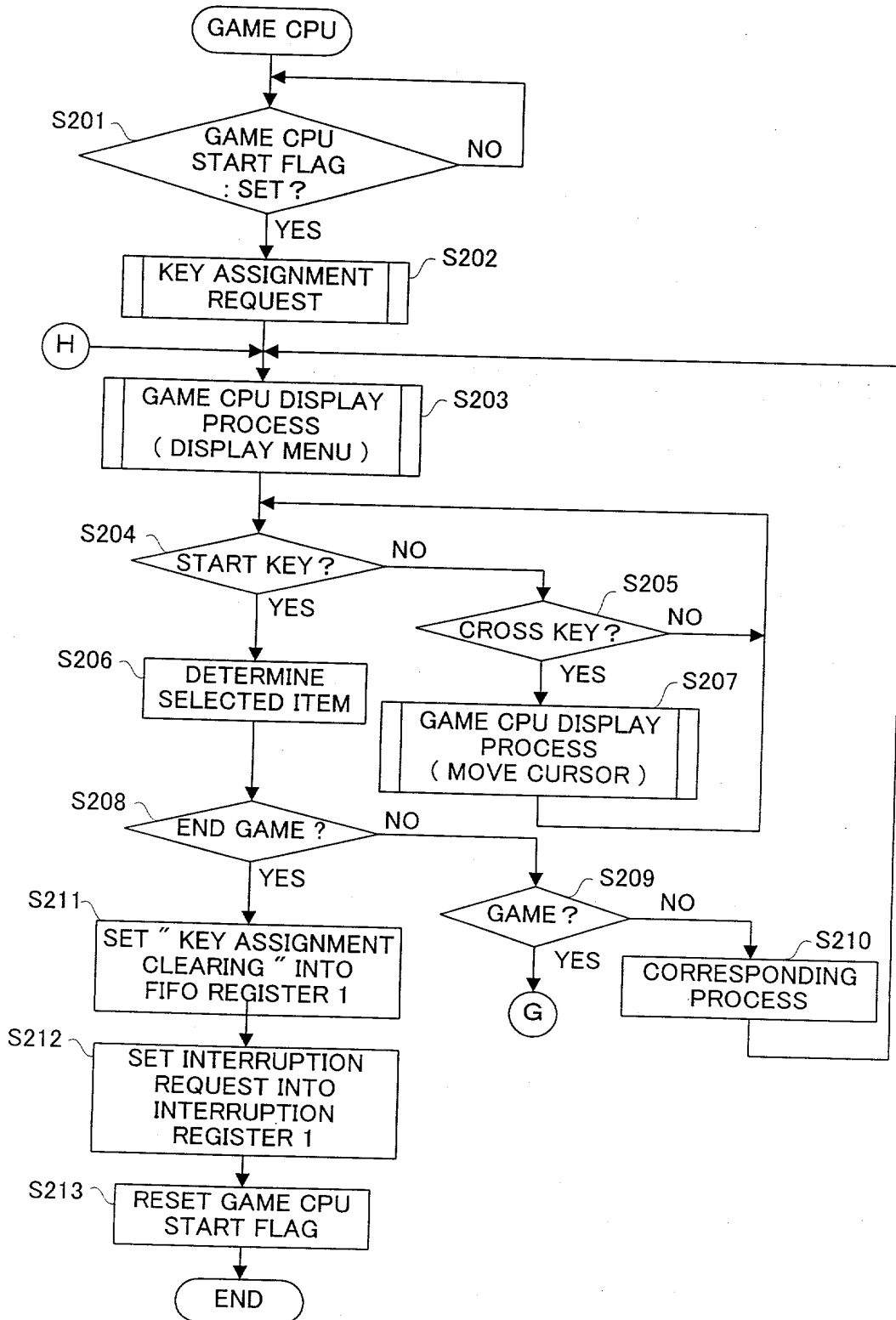


FIG.40

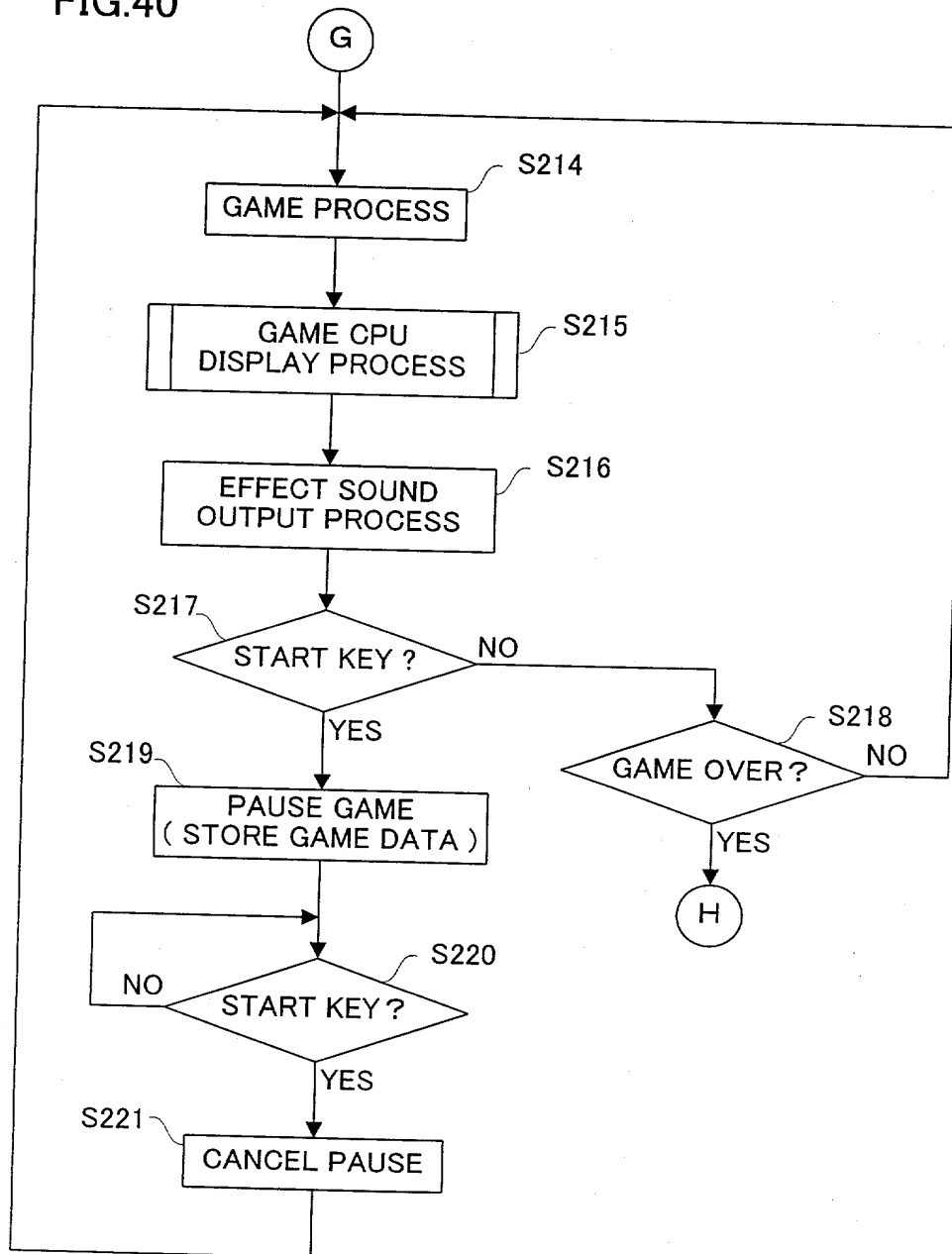


FIG.41

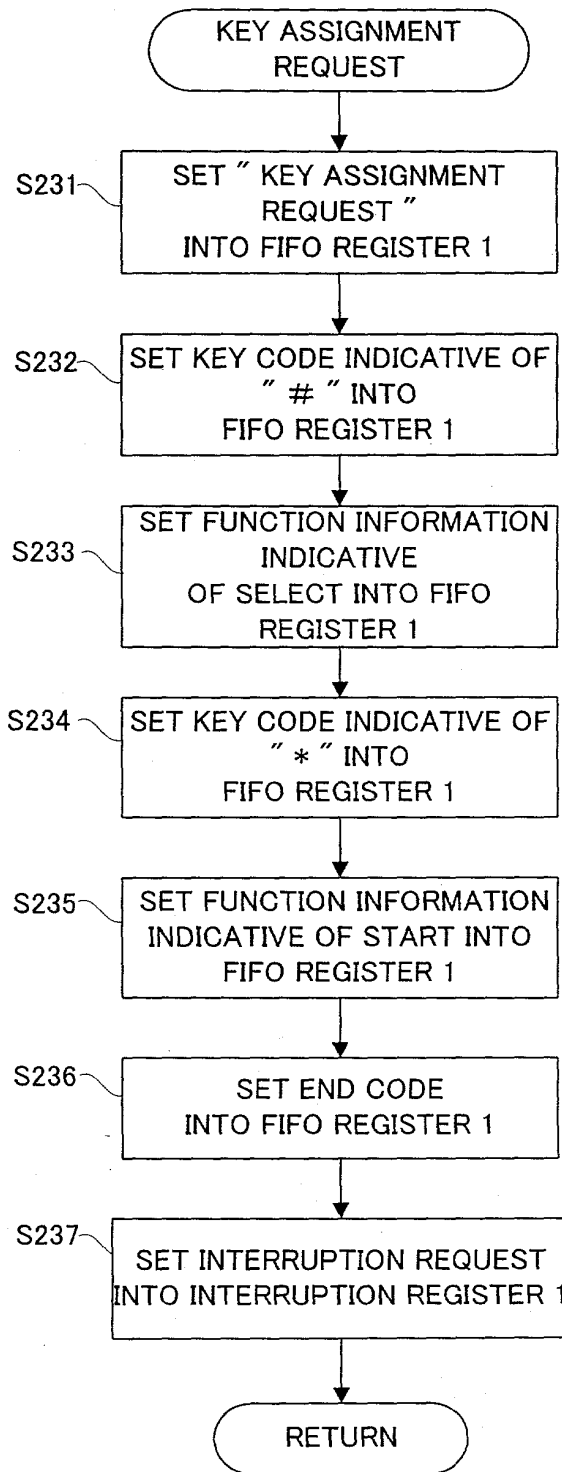


FIG.42

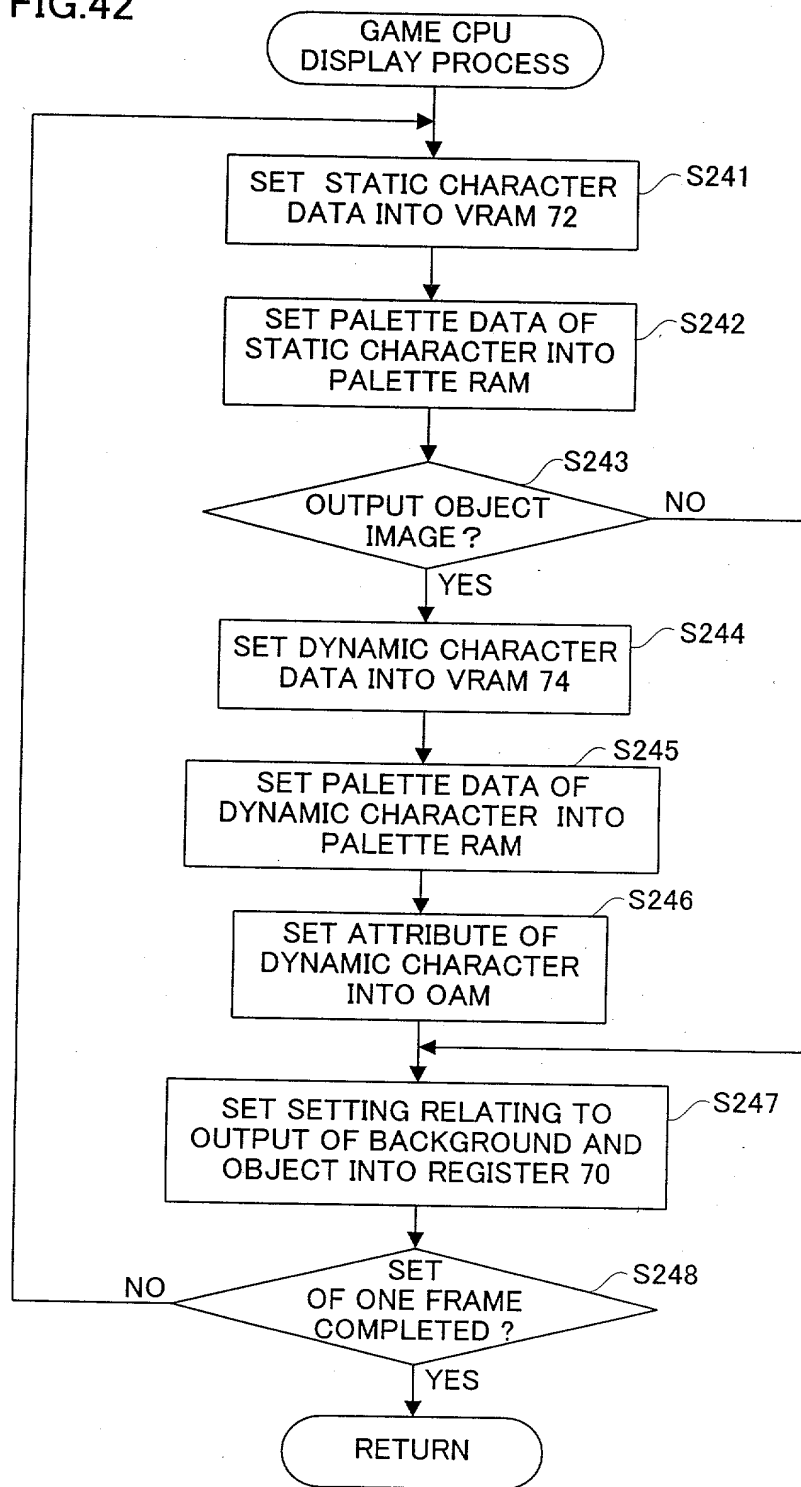


FIG.43

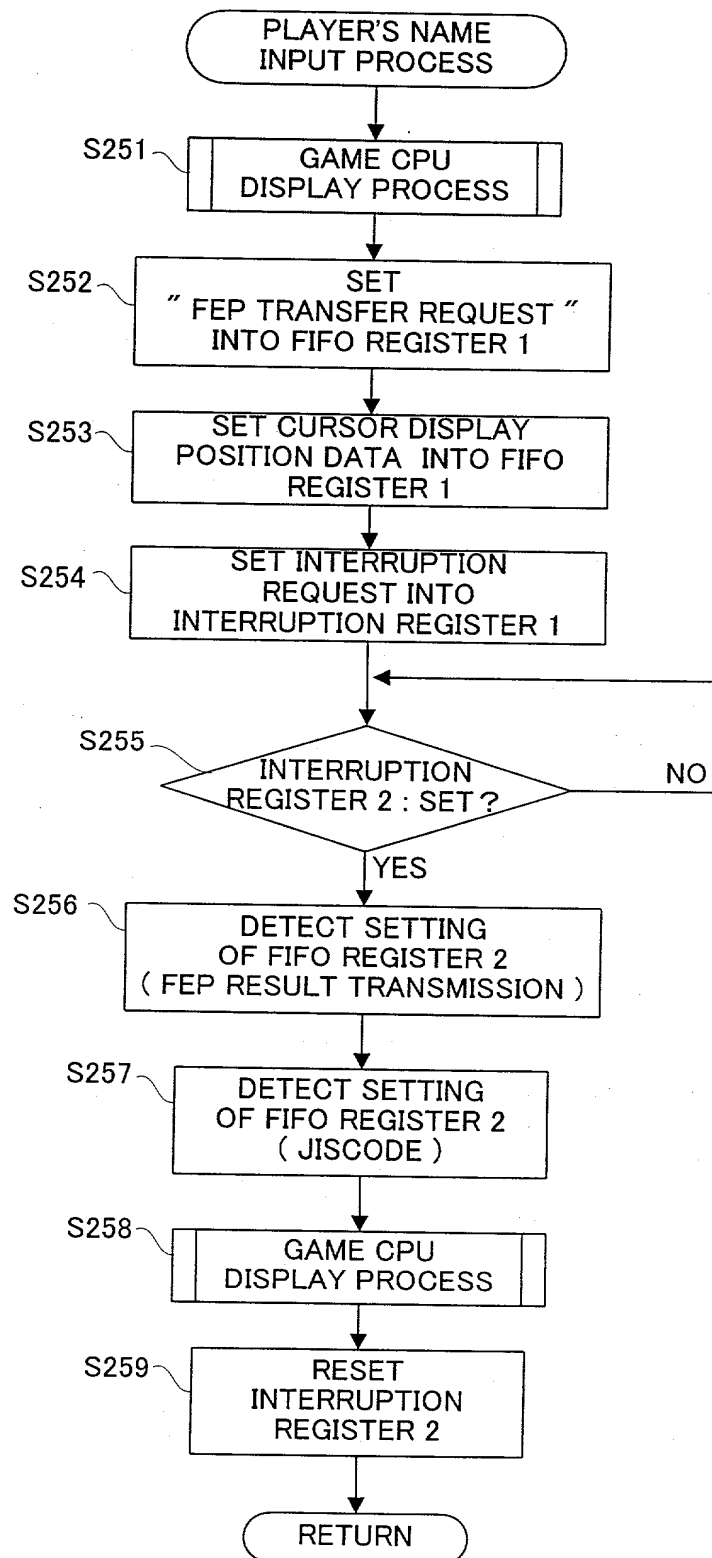
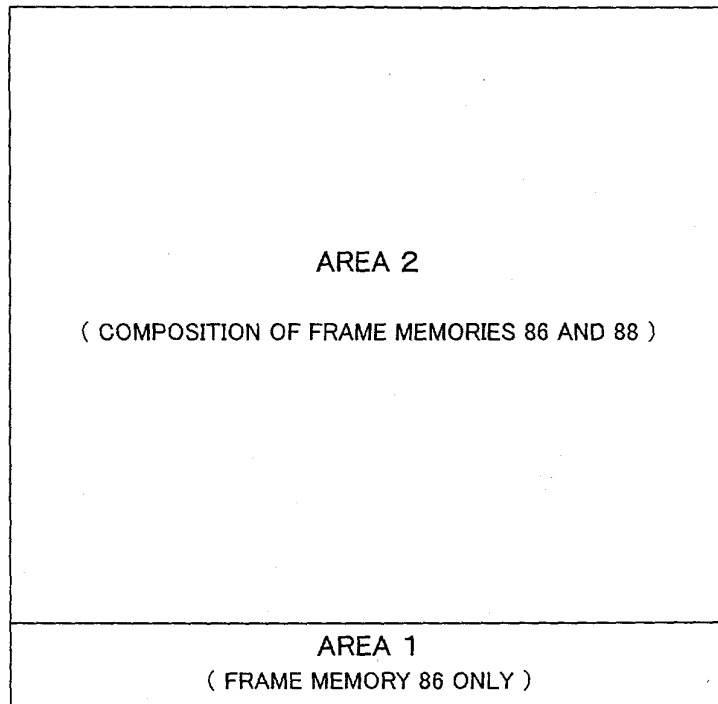


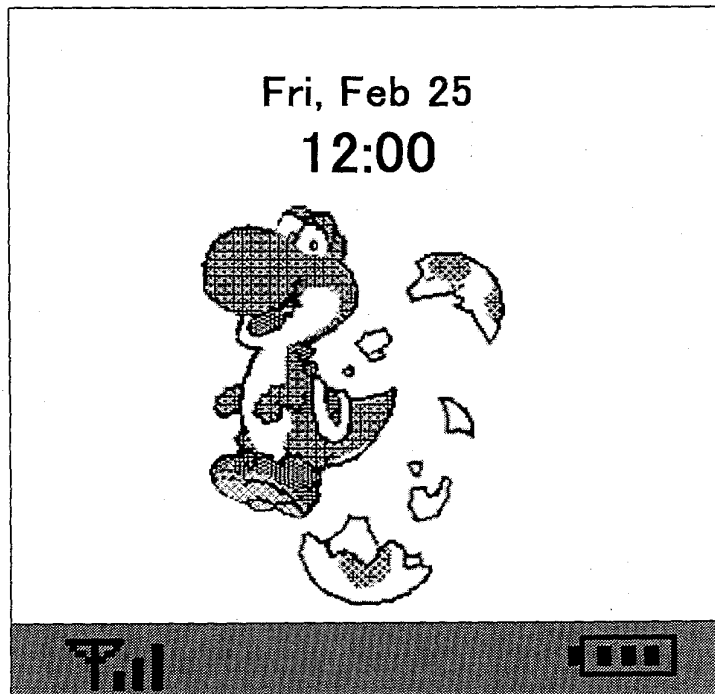
FIG.44



COMPOSITION
START LINE

COMPOSITION
END LINE

FIG.45



ONE COLOR OF



TWO COLORS OF

